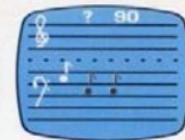


PHILIPS VIDEOPAC



31
Musician



Congratulations on the purchase of the "Music" cartridge for your Videopac computer. Although all the programmes for your Philips G 7000 aim to provide you with active leisure time entertainment, we think you will agree that the "Music" cartridge is something very special....

It will teach you to play your own music. Because of this, we have included a comprehensive playing guide, that will teach you step by step the rudiments of music theory, while you are actually playing your own music.

We believe, the purchase of your Philips "Music" cartridge programme will enrich your life and knowledge of music.

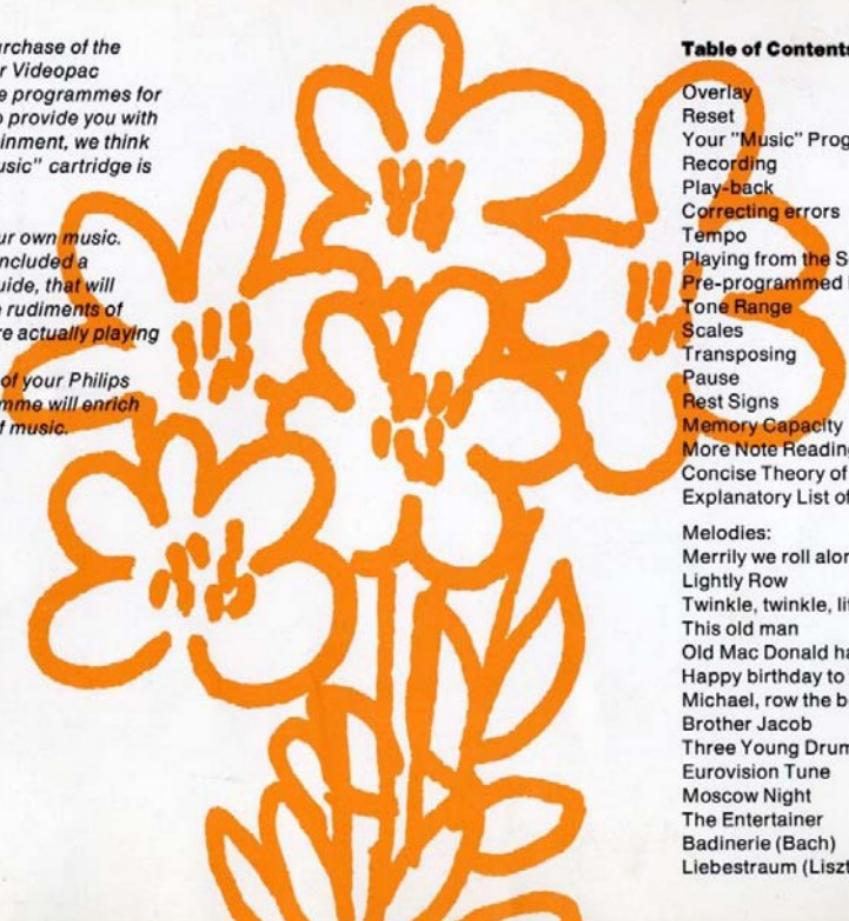


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OVERLAY

Place your keyboard overlay over the console of your G 7000.

which will automatically appear on the staff
and be named on the top of your screen.

RESET



Always start the game by pressing RESET.
The memory of your "Music" cartridge is
now clear.

Now select the language you require.

1

for French, Italian, Spanish or Portuguese

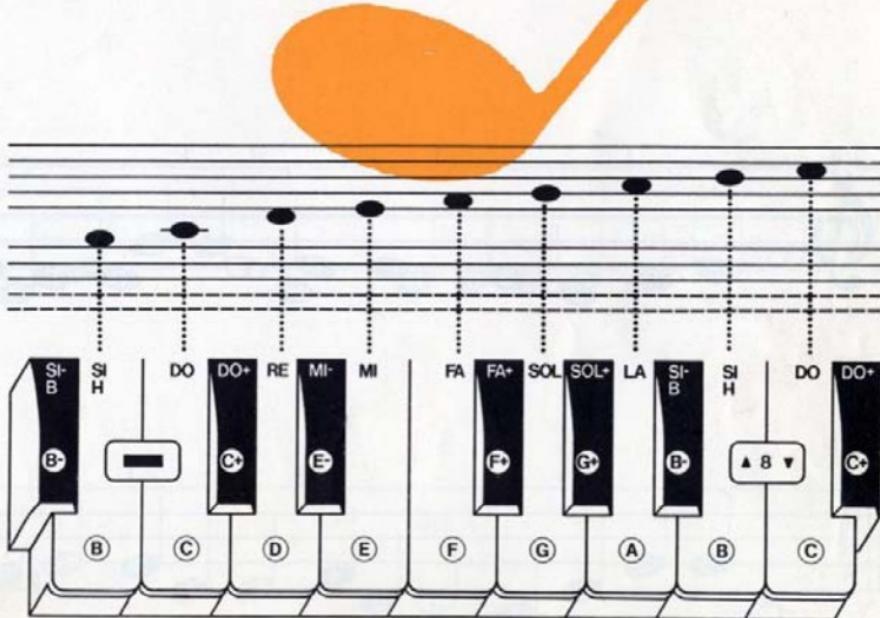
2

for English or Dutch

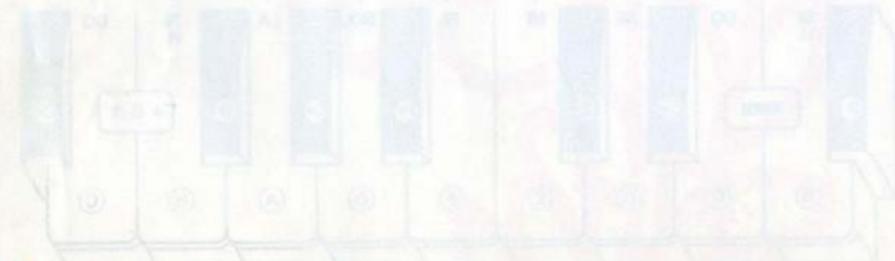
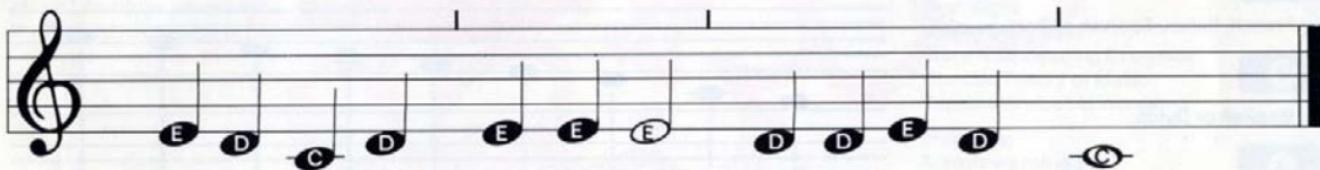
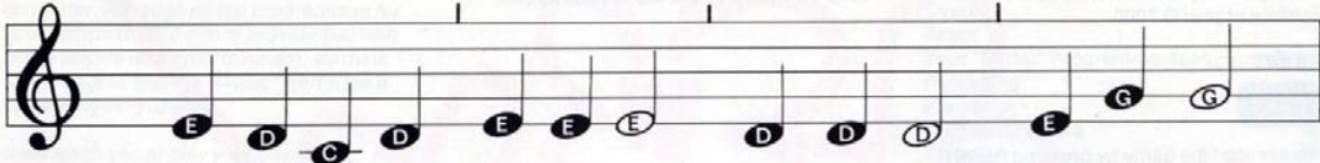
3

for German, Danish, Swedish, Norwegian
or Finnish.

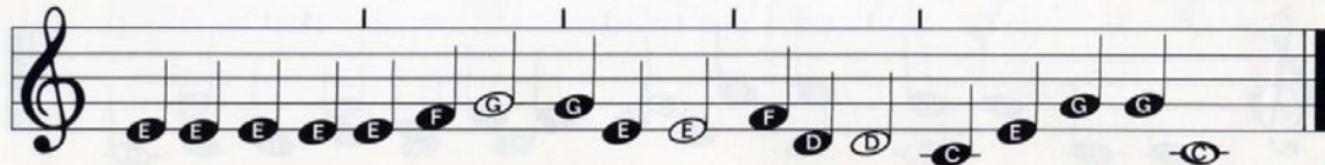
Your screen is now green and shows you a staff. Let us now play a melody on the keyboard as shown on page 2 till 8. For your ease the name of the note is printed inside the note. This corresponds with the lettered keys on your keyboard overlay. Try to find the note on the keyboard that matches the note on the music. Press the key and you will hear the sound of the note,



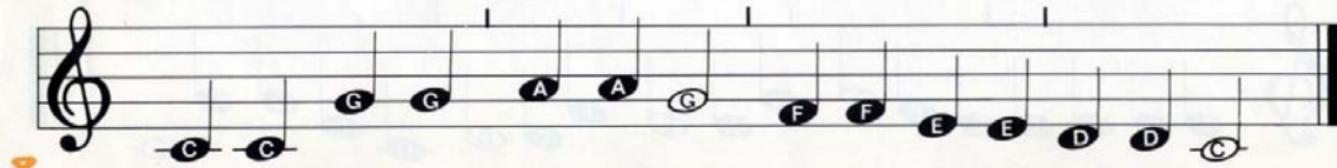
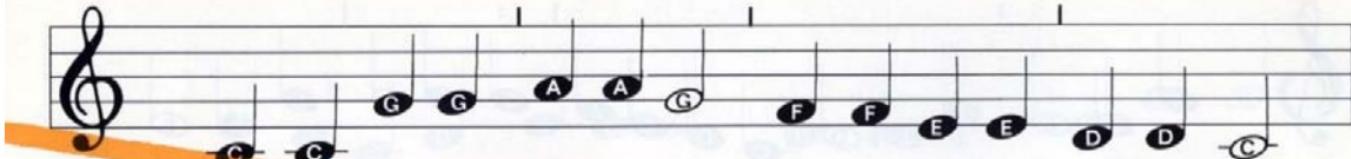
Merrily we roll along



Lightly Row



Twinkle, twinkle, little star



This old man

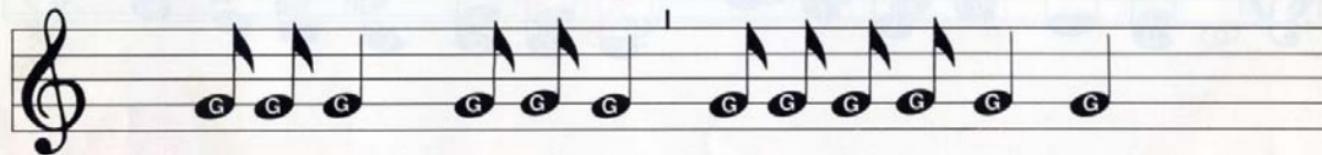
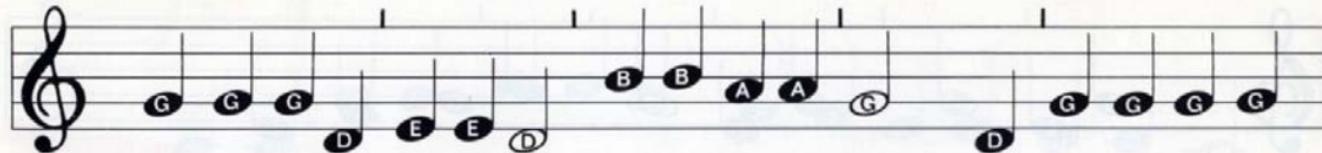
Musical staff in G clef showing notes on the 5th and 4th lines. The notes are labeled G, E, G, C, E, G, A, G, F, E.

Musical staff in G clef showing eighth and sixteenth note patterns. The notes are labeled D, E, F, E, F, G, C, C, C, C, D, E, F.

Musical staff in G clef showing notes on the 5th and 4th lines. The notes are labeled G, G, D, D, F, E, D, C.



Old Mac Donald had a farm



Happy birthday to you



Michael, row the boat ashore

The image shows four staves of musical notation, each consisting of four horizontal lines. A treble clef is positioned at the start of each staff. The notes are represented by black circles with stems, and specific notes are labeled with letters: C, E, G, A, D, F, and B. The first staff begins with a C note. The second staff begins with a G note. The third staff begins with a G note. The fourth staff begins with a G note. Measures are separated by vertical bar lines, and there are small vertical tick marks above the staff lines.

Michael, row the boat ashore

BUT YOUR "MUSIC" PROGRAMME DOES MORE!

Apart from playing tunes, you can also store the tune (up to 81 notes) in the memory and play it back. There are a total of 16 keys, but because of the octave switch the sounds of 28 keys are available. Now you can play scales automatically! You can change the duration of the notes, erase notes, add them etc. etc. For the non-experienced player keeping time can be a problem.... however, with the help of your "Music" cartridge you can sound good right from the start.

RECORDING

Press



and choose your language (see page 1).
Now press button

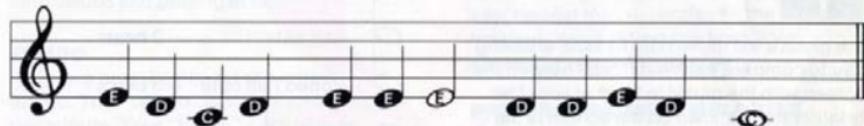
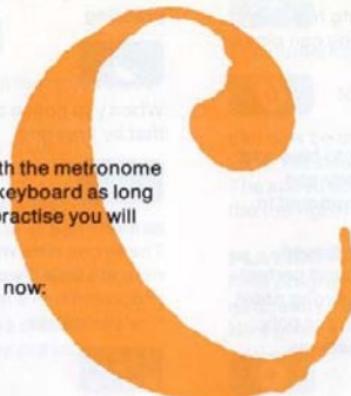


The screen has now turned red and you see the staff and hear the metronome. The function of the metronome is to help you keep time. To indicate how long a note lasts, the following notation is used:

-  = 1 beat
-  = 2 beats
-  = 4 beats

Now try to count along with the metronome and hold the note on the keyboard as long as required. With a little practise you will soon be playing in time.

Let's have a little practise now:



PLAY-BACK

What you have just been playing has been recorded in the memory and you can play it back by pressing button

3

The screen changes its colour to blue and you can hear and see the melody and notes, that you have just programmed in.

For those of you, who have not played before, it probably does not sound perfect yet and maybe there are a few wrong notes here and there. Remember you are only practising - let's correct the mistakes.

CORRECTING ERRORS

Press

STOP

as soon as the melody starts. By pressing



the picture will move note by note enabling you to compare each individual note on the screen with the music in front of you. The brighter note, shown on the screen is the one that can be altered, if necessary. The so called rest signs, which you see underneath the staff, (e.g. quarter rest, { half rest, { dotted half rest,

whole rest) have to be erased by pressing



When you notice a wrong note you erase that by pressing



as well.

The wrong note will disappear and the next note will take its place. If you have to programme in a new note (to correct the mistake) press



The screen changes its colour to red, a space for the new note is created and you will hear the metronome. While mentally counting along with the metronome, programme in the correct note.

= quarter note = 1 beat

= half note = 2 beats

= dotted half note = 3 beats

= whole note = 4 beats

By pressing



the screen changes back to blue and you can carry on your note by note check. Rests can also be corrected or filled in by pressing first



and then



By pressing



the programme will continue playing the melody uninterrupted.

Although all the notes are now correct, maybe the melody is being played out of time. So, we once again go note by note through the melody to check the value of each note. As soon as the melody starts playing the first note press



and now by pressing



each time you can check note by note if the value is correct. If the value of the brighter note on the screen is not the same as the note on the music press



and after that one of the buttons marked

1 to 8

The numbered buttons will change the time value of the note. Here are a few examples of note values:

or rest	= 4 beats
or rest	= 3 beats
or rest	= 2 beats
or rest	= $1\frac{1}{2}$ beats
or rest	= 1 beat
or rest	= $\frac{1}{2}$ beat

8
6
4
3
2
1

You will probably already have noticed that a dot behind a note increases it's value by half e.g.:

$$\begin{aligned} \text{---} &= 1 \text{ beat} + \text{half a beat} = 1\frac{1}{2} \text{ beats} \\ \text{---} &= 2 \text{ beats} + 1 \text{ beat} = 3 \text{ beats} \end{aligned}$$

N.B. The buttons marked

5 and 7

will have no function in this mode.

Remember that only the brighter note or rest can be corrected for time value by

pressing

1 to 8

After you have checked all the note values press



and the music computer will play back the whole melody correctly and in perfect time.

Let us now try to play the melodies on pages 2 to 8.

Remember you can always check the melody and play it back by pressing

3

but do not forget to programme in the melody in the record mode.

Have fun!

So far, you are well on the way to understanding how to read notes, their time values and playing in time.

TEMPO

All music must be played at a certain tempo. This "tempo" is indicated in beats per minute. Your "Music" cartridge is automatically programmed at a speed of 90 beats per minute. You have probably already noticed this number on the right hand top corner of the screen. The speed can be altered by simply pressing

20 to 199

The numerical buttons

0 to 9

can now be used to select any tempo from 20 to 199 beats per minute.

The speed selected will always be visible in the top right hand corner.

PLAYING FROM THE SCREEN

First programme into the memory a melody as already explained.

Now press

4

The screen changes its colour to blue and the staff and the first few notes of the melody appear on the screen. The first note is "lit up". If you now press the correct key on the keyboard, you will hear and see the note. The next note will automatically "light up". Once again find the corresponding key. Repeat this, exercise till the tune is finished. You will find this tests your knowledge on reading notes.

PRE-PROGRAMMED MELODIES

Your "Music" cartridge has built into it's memory three melodies. Just press

5 or 6 or 7 and

follow the instructions for PLAYING FROM

THE SCREEN. When you have successfully completed the exercise the screen turns to a darker shade of blue and your "Music" cartridge will play the tune to you.

TONE RANGE

Until now you were only dealing with the treble clef



By pressing button



we can alter the octave of the keyboard, which means that the number of notes that can be heard are greater than the amount of keys on the keyboard.



Because the sign for the treble clef

and for the bass clef disappear

from the screen, you have to watch the number of lines on the screen to determine whether the bass or treble clef is in use.

Press



followed by the lowest **C** on the keyboard. On the screen you will now see the bass clef with the complete 5 lines. If you want to

play an octave higher press



again followed by the highest **C** on the keyboard. Now the treble clef appears. In the following melodies, we have indicated where you need to change the octave. Try it first with the melody on page 14 and if necessary correct the mistakes as explained on page 10.

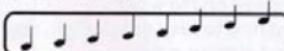
SCALES

To play scales on your "Music" cartridge as we said before is very simple.... It does it for you.

We start as usual and then select the lowest octave by pressing



Now press a key on the keyboard e.g. **C** and then press



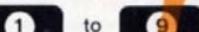
Your "Music" cartridge will now play the scale of **C**.

TRANSPOSING

Your "Music" cartridge can easily transpose a melody from one key to another. Programme in a melody and press



followed by one of the keys numbered



Each number indicates the amount of half notes, that the melody can go up. If you want your "Music" cartridge to transpose, start programming the melody in the lowest octave.

PAUSE

By pressing



you can stop the replay of a melody. By releasing



the replay continues.

REST SIGNS

These can be programmed in the same way as the notes by pressing



(see page 10). Generally speaking you do not have to programme the rest signs in, because when playing in time they will be programmed in automatically.

MEMORY CAPACITY

The Memory Capacity of your "Music" cartridge is 81 notes and / or rest signs. Naturally this determines the length

of the melody (number of notes) that can be programmed in. When the memory is full the colour of the screen will change from red to green.

MORE NOTE READING EXERCISES

If you want to test your note reading ability, after starting the normal way select

8

In random order the "Music" cartridge now confronts you with notes.

Press the correct keys that correspond with the brighter notes appearing on the screen.

Another test is available if you first press

8

followed by



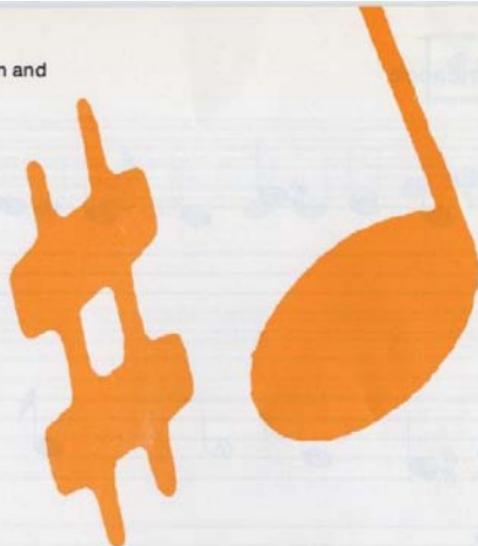
You will hear and see a sequence of notes again in random order. The tempo in which the notes appear on your screen can be altered as described on Page 11 under TEMPO.

When you master all the possibilities of your "Music" cartridge, you are probably ready to play on a real keyboard instrument.

Your local music shop will have plenty of music books in stock, which will be suitable for use with your "Music" cartridge, thus

ensuring you of many hours of fun and learning.

We wish you lots of success.



Brother Jacob

100

Treble staff: D, E, F♯, D, D, E, F♯, D, G, A
Bass staff: (empty)

Treble staff: F♯, G, A, A, B, A, G, F♯, D
Bass staff: (empty)

Treble staff: A, B, A, G, F♯, D, D, 8▼, A, 8▲, D, D, 8▼, A, 8▲, D
Bass staff: (empty)



Three Young Drummers

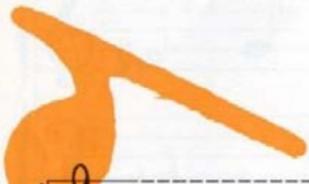
160

Musical notation for the first drum part. The top staff uses a treble clef and the bottom staff uses a bass clef. The notes are: G, E, D, C, C, D, F, E, D, D, D, D, D, D, E, F, G. There are two small boxes with arrows pointing down and up labeled "8▼" and "8▲". The bottom staff has one note labeled "G". A large orange line highlights the first measure.

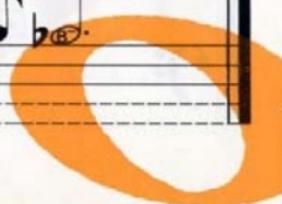
Musical notation for the second drum part. The top staff uses a treble clef and the bottom staff uses a bass clef. The notes are: A, G, F, D, C, C, C, C, C, D, E, F, E, D, C. There is one small box with an arrow pointing up labeled "8▲". The bottom staff has notes labeled B, A, G, G. A large orange line highlights the first measure.

Eurovision Tune

120



Musical notation for the Eurovision Tune. The top staff uses a treble clef and the bottom staff uses a bass clef. The key signature is F major (one sharp). The tempo is 120 BPM. The melody consists of eighth and sixteenth notes. Measure 1 starts with a bass note F followed by eighth notes G, A, B, C, D, E, F. Measure 2 starts with a bass note B followed by eighth notes C, D, E, F, G, A, B. Measures 3-4 start with a bass note F followed by eighth notes G, A, B, C, D, E, F.



Musical notation for the Eurovision Tune. The top staff uses a treble clef and the bottom staff uses a bass clef. The key signature is F major (one sharp). The melody continues from the previous staff. Measure 1 starts with a bass note F followed by eighth notes G, A, B, C, D, E, F. Measure 2 starts with a bass note B followed by eighth notes C, D, E, F, G, A, B. Measures 3-4 start with a bass note F followed by eighth notes G, A, B, C, D, E, F.

Moscow Night

90

Musical score for the first system of "Moscow Night". The score consists of two staves. The top staff uses a treble clef and the bottom staff uses a bass clef. The music is in common time. The notes are labeled with letters (A through G) and some have small numbers or symbols below them. There are also rests and a few eighth-note pairs. Measure 1 starts with a half note A followed by eighth notes C, E, C, D, C, E, B, A, G, G, A, G, F, E. Measure 2 starts with a half note A followed by eighth notes C, E, C, D, C, E, B, A, G, G, A, G, F, E.

Musical score for the second system of "Moscow Night". The score consists of two staves. The top staff uses a treble clef and the bottom staff uses a bass clef. The music is in common time. The notes are labeled with letters (A through G) and some have small numbers or symbols below them. There are also rests and a few eighth-note pairs. Measure 1 starts with a half note A followed by eighth notes B, A, E, C, B, A, E, D, F, G, F, E, D, C, E, D, C, B, A. Measure 2 starts with a half note A followed by eighth notes B, A, E, C, B, A, E, D, F, G, F, E, D, C, E, D, C, B, A.

Musical score for the third system of "Moscow Night". The score consists of two staves. The top staff uses a treble clef and the bottom staff uses a bass clef. The music is in common time. The notes are labeled with letters (A through G) and some have small numbers or symbols below them. There are also rests and a few eighth-note pairs. Measure 1 starts with a half note A followed by eighth notes B, A, E, C, C, C, E, D, F, F, G, F, E, D, C, E, F, G, A. Measure 2 starts with a half note A followed by eighth notes B, A, E, C, C, C, E, D, F, F, G, F, E, D, C, E, F, G, A.



The Entertainer

190

Sheet music for 'The Entertainer' in G clef (treble) and F clef (bass). The music consists of two staves. The top staff starts with a half note D, followed by quarter notes E, E, E, C, C, and a large orange note head. The bottom staff starts with a half note C, followed by quarter notes C, D, E, E, C, D, E, B, D, and C. A small box with a downward arrow is placed above the note E in the bottom staff.

Sheet music for 'The Entertainer' in G clef (treble) and F clef (bass). The top staff starts with a half note D, followed by quarter notes E, E, E, C, C, and a large orange note head. The bottom staff starts with a half note C, followed by quarter notes C, D, E, D, C, D, and a small orange note head. There are several dynamic markings: an 8▲ above the first note in each staff, an 8▼ above the note E in the bottom staff, an 8▲ above the note C in the bottom staff, an 8▼ above the note A in the bottom staff, and an 8▲ above the note A in the bottom staff. A small orange logo with the number 18 is located at the bottom left.

Handwritten musical score for two staves:

Top Staff (Treble Clef):

- Notes: D, E, C, E, E, C, E, C, C, D, E, B, D, C.
- Measure 8 is indicated by a box containing "8 ▼".

Bottom Staff (Bass Clef):

- Notes: C, C, D, E, E, C, D, E, C, D, E, B, D, C.

Handwritten musical score for two staves:

Top Staff (Treble Clef):

- Notes: C, D, E, C, D, E, C, D, C, E, C, D, E, D, C.
- Measure 8 is indicated by a box containing "8 ▲".

Bottom Staff (Bass Clef):

- Notes: C, D, C, E, C, D, C, E, C, D, E, B.

Badinerie (Bach)

199

Piano sheet music for Badinerie (Bach). The top staff shows the treble clef, a common time signature, and a bass clef. The notes are labeled with letters: C, A, E, F, C, E, C, 8▼, A, C, A, B, A, B, A, G, B, 8▲, D, B, C. The bottom staff shows the treble clef, a common time signature, and a bass clef. The notes are labeled with letters: A, C, A, E, C, E, C, 8▼, A, C, C, C, C, C, 8▲, A, C, B, E, E, E.

Piano sheet music for Badinerie (Bach). The top staff shows the treble clef, a common time signature, and a bass clef. The notes are labeled with letters: A, C, A, E, C, E, C, 8▼, A, C, C, C, C, C, 8▲, A, C, B, E, E, E. The bottom staff shows the treble clef, a common time signature, and a bass clef. The notes are labeled with letters: 8▼, 8▲, A, C, E, C, 8▼, A, C, C, C, C, 8▲, A, C, B, E, E, E.

Piano sheet music for Badinerie (Bach). The top staff shows the treble clef, a common time signature, and a bass clef. The notes are labeled with letters: C, E, E, D, E, B, F, G, E, #F, E, #F, E, #F, A, #F, #F, G, E. The bottom staff shows the treble clef, a common time signature, and a bass clef. The notes are labeled with letters: B, C, E, G, E, #F, E, #F, E, #F, A, #F, #F, G, E.

Liebestraum (Liszt)

130

Musical score for Liebestraum (Liszt) page 130. The top staff shows a treble clef, a bass clef, and a key signature of one sharp. The notes are mostly eighth notes with some sixteenth notes. There are several orange hand-drawn markings: a large orange arrow pointing right across the first two measures; a small orange square with a downward arrow over the first note of the first measure; a small orange square with an upward arrow over the second note of the first measure; a small orange square with a downward arrow over the eighth note of the second measure; and a small orange square with an upward arrow over the eighth note of the third measure. The bottom staff shows a treble clef, a bass clef, and a key signature of one sharp. The notes are mostly eighth notes with some sixteenth notes. There are several orange hand-drawn markings: a large orange arrow pointing right across the first two measures; a small orange square with a downward arrow over the first note of the first measure; a small orange square with an upward arrow over the second note of the first measure; a small orange square with a downward arrow over the eighth note of the second measure; and a small orange square with an upward arrow over the eighth note of the third measure.

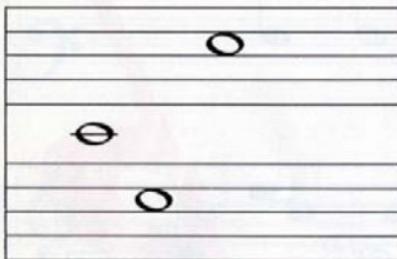
Musical score for Liebestraum (Liszt) page 130. The top staff shows a treble clef, a bass clef, and a key signature of one sharp. The notes are mostly eighth notes with some sixteenth notes. There are several orange hand-drawn markings: a large orange arrow pointing right across the first two measures; a small orange square with a downward arrow over the first note of the first measure; a small orange square with an upward arrow over the second note of the first measure; a small orange square with a downward arrow over the eighth note of the second measure; and a small orange square with an upward arrow over the eighth note of the third measure. The bottom staff shows a treble clef, a bass clef, and a key signature of one sharp. The notes are mostly eighth notes with some sixteenth notes. There are several orange hand-drawn markings: a large orange arrow pointing right across the first two measures; a small orange square with a downward arrow over the first note of the first measure; a small orange square with an upward arrow over the second note of the first measure; a small orange square with a downward arrow over the eighth note of the second measure; and a small orange square with an upward arrow over the eighth note of the third measure.

Musical score for Liebestraum (Liszt) page 130. The top staff shows a treble clef, a bass clef, and a key signature of one sharp. The notes are mostly eighth notes with some sixteenth notes. There are several orange hand-drawn markings: a large orange arrow pointing right across the first two measures; a small orange square with a downward arrow over the first note of the first measure; a small orange square with an upward arrow over the second note of the first measure; a small orange square with a downward arrow over the eighth note of the second measure; and a small orange square with an upward arrow over the eighth note of the third measure. The bottom staff shows a treble clef, a bass clef, and a key signature of one sharp. The notes are mostly eighth notes with some sixteenth notes. There are several orange hand-drawn markings: a large orange arrow pointing right across the first two measures; a small orange square with a downward arrow over the first note of the first measure; a small orange square with an upward arrow over the second note of the first measure; a small orange square with a downward arrow over the eighth note of the second measure; and a small orange square with an upward arrow over the eighth note of the third measure.

CONCISE THEORY OF MUSIC

For the notation of music little "circles", notes are used, e.g. or .

All these notes are placed in a system of lines: the staff.

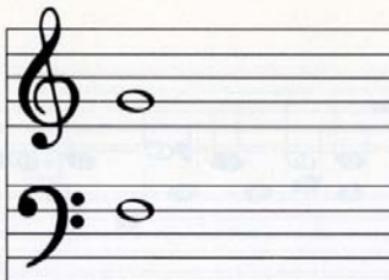


The higher the note is placed on the staff, the higher the sound.

For piano or organ music 2 staves are used, each consisting of 5 lines. On your screen only a part of both staves is shown. Between both staves an imaginary line can be placed, on which the middle **c** (the central **c**) can be located.

In order to tell both staves apart, they are provided with a sign in front, called the **clef**. The clef for the upper staff is formed by the old shape of the letter G, the **G clef**.

For the lower staff the old shape of the letter F is used, the **F clef**.



The line between the "dots" of the F clef is the lower **f**.

The "curl" of the G clef indicates the higher **g**.

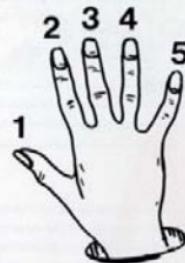
On the plastic overlay, your "**Key board**", you will find white and black "keys". You will find the same pattern on a piano or on an organ.

The white keys on your "**Key board**" are marked with a letter of the alphabet in accordance with the system of note-names as used in most countries.

In some countries, however, a different system of names is used; these are shown at the top of the white keys.

The black keys have so called "derived" names.

Play the melody mainly with your right hand, using all fingers as much as possible. In musical notation we usually indicate this with the following figures:



Now let us line up all the notes you can use. (See opposite page).

A musical score page featuring a large orange number 3 and 4. The number 3 is positioned above a piano keyboard diagram, with a small orange box containing a triangle and a downward arrow to its right. The number 4 is positioned below the keyboard. The piano keyboard diagram shows the keys from B to C, D, E, F, G, A, B, C, D, E, F, G, A, B, C, D. Above the keyboard, there is a musical staff with a treble clef and a bass clef. The staff contains several notes, some of which are sharp or flat. To the right of the staff, there is a series of vertical lines that form a grid pattern.

Observe the following signs being used therein:

= sharp; to denote the black keys on the right next to **c**, **f** and **g**.

So, on the staff, a black note *above* the white one is marked with # ; on the screen and on the overlay we simply do that with a +.

Officially, however, such notes are called **c-sharp**, **f-sharp** and **g-sharp**.

b = flat; to denote the black keys on the left next to **e** and **b**.

A black note *below* the white one is marked with b ; on the screen and on your "Key-board" it is indicated by this sign -.

Officially these notes are called **b-flat** and **e-flat**.

b = a natural (sign). This means that the # (sharp) or b (flat) should not be repeated.

N.B. Officially all black keys have two names. On your overlay the most customary name is used.

Every note does not last equally as long (luckily), otherwise it would become monotonous. For the duration of time of the notes we refer to page 10 where the corresponding "rests" are also shown.

When recording a melody (see page 9 RECORDING) whereby the metronome ticks, take care to press every note in

accordance with its correct value. If you do so, the notes are recorded in the memory correctly and when played back later, the correct note signs will appear on the screen.

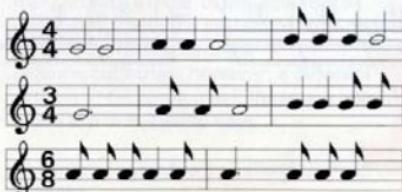
In case you do not observe the correct note-value, (i.e. you press the keys too long or too short) then the programme will select the nearest note value.

Note values shorter than a crotchet (1 beat) or longer than a semibreve (4 beats) are not recorded by the computer memory. Also if you stop playing for a moment, then "rests" will be recorded accordingly.

Besides the melodies you will find in this manual, many other exciting music books are available for you to play and enjoy. In these books you will observe more musical facts and signs that we would like to help you to understand.

You will see that the music is divided into "partitions".

These are called "**bars**".



If you add up the note values in one bar the result will correspond with the upper figure of the figure combination in front of the piece of music.

However, if the lower figure is 8, then the result will be half the upper figure.

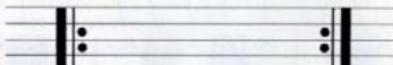
Because on your screen the notes shift from right to left, the "bars" are omitted, both on the screen and in the examples given in this manual.

When recording do try to count at the same time. With $\frac{4}{4}$ time: one, two, three, four; with $\frac{3}{4}$ time: one, two, three; etc.

You will see how quickly you will have this under control.

In your music book a chorus is usually registered once only.

This is indicated by using the following bar-lines.



The section of the music between these bar-lines should be played twice, whilst the

sign indicates the end of the melody. We are aware of the fact that we have given only a brief explanation, but we wanted to explain some important facts of musical data as clearly as possible, without falling into an elaborate treatise.

We wish you the very best of success.

EXPLANATORY LIST OF WORDS

Clef	11	Symbol in front of the staff determining the upper or the lower staff.	Scale	12	Sequence of tones from low to high (according to a certain formula) within one octave.
Dot (behind a note)	10	Extends the duration of a note by 50%.	Staff (or: Stave)	1	System of lines in which notes can be noted.
Key	22	Also called: mode. When a melody is written a composer uses the notes of a given scale: the key. The result is experienced as a typical character.	Tempo	11	Speed in which a melody is played.
Keyboard	1	Series of white and black keys used to produce the corresponding tones. Also called manual.	Time	10	Also: measure. Proportion of note-values.
Melody	1	Sequence of notes, whereby certain "rules" have been observed.	Tone	1	The sound that goes with a note.
Memory	9	Electronic section of your "Music" cartridge in which a melody, played by you can be "stored" for later "reproduction".	Transposing	12	Playing the same melody using a different note at the beginning. Your "Music" cartridge automatically adapts the rest of the melody.
Metronome	9	Produces a regular ticking sound. The speed can be adjusted between 20 - 199 "ticks" per minute.		N.B.	
Note	1	Symbol to note one particular tone.			The explanation of the above words is based on the characteristics of your "Music" cartridge.
Octave	12	Octave literally means 8. On the overlay from one ♦ to the following ♦ you will count exactly 8 white keys. A larger keyboard (such as on a piano) is composed of a number of octaves.			
Overlay	1	A plastic sheet to be placed on top of the keyboard of your Philips G 7000 console.			
Reset	1	Pressing this button cleans both the screen and the memory.			
Rest Signs	12	Symbols indicating short intervals (periods of rest).			